OFFENSIVE PROBABILITY CHARTS

	KNIFE			SPEAR			SWORD		
	Wildly	Steadily	Slowly	Wildly	Steadily	Slowly	Wildly	Steadily	Slowly
Quick	40	32	24	80	64	48	100	96	72
Normal	20	16	12	40	32	24	60	48	36
Counter	10	8	6	20	16	12	30	24	18

	AXE			MAGIC SWORD			THRUST TO HEART		
	Wildly	Steadily	Slowly	Wildly	Steadily	Slowly	Wildly	Steadily	Slowly
Quick	100	100	96	100	100	100	28	16	12
Normal	80	64	48	100	100	84	22	10	6
Counter	40	32	24	70	56	42	19	7	3

To find the chances of hitting the ogre, first locate the chart with the weapon you are planning to use. Then find the type of attack you will use and the type of attack you expect the ogre to use. The number at the intersection of the respective row and column is the percentage of the time you can expect to hit the ogre. For example, if you use a sword and attack normal while the ogre attacks wildly you can expect to hit him 60% of the time. Note that since you are using the sword you also have a 22% chance of killing the ogre by a thrust to his heart. Only the sword or spear can kill the ogre by a thrust to his heart.

MAGIC SUMMARY CHART

Magic	When	Medium	# Uses	Lasts	Press
Lighting Bolt	Battle	Wand & Spell	One	Once	L
Transport	View of Cave/Battle	Spell	Unlimited	Forever	T
Magic Sword	Battle	Powder & Spell	Unlimited	One Trip	S
Magic Armor	View of Cave	Powder	One	One Trip	A
Extra Strength	Battle	Herb	One	One Trip	E
Map	View of Cave	Spell	Unlimited	Forever	M
Wall	View of Cave	Spell	Unlimited	Forever	W